

## CLAIMS

The invention is hereby claimed as follows:

5 1. A gaming device comprising:

a processor;

a plurality of reels controlled by the processor;

a plurality of paylines associated with said reels; and

10 means connected to the processor for enabling a player to  
wager at least one credit, wherein the processor activates more than  
one of the paylines for at least one credit wagered, wherein a fraction  
of said credit wagered is wagered on each activated payline, and  
wherein the processor is adapted to provide to the player a winning  
outcome for each activated payline that is a multiple of said fraction of  
15 said credit wagered on each activated payline.

2. The gaming device of Claim 1, wherein the number of paylines  
are selected from the group consisting of: two, three, four, five, nine,  
ten, twelve, fifteen, twenty, twenty-five, thirty, forty and fifty.

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3. The gaming device of Claim 1, wherein said wagering means  
includes means for enabling the player to wager a fraction of each of a  
plurality of credits on said paylines.

4. The gaming device of Claim 1, wherein the wagering means includes means for enabling the player to select said paylines for each credit wagered.

5 5. The gaming device of Claim 1, which includes means controlled by the processor for indicating the activated paylines.

6. The gaming device of Claim 1, which includes means controlled by the processor for indicating a total of the fractions of each of said  
10 credits wagered on each activated payline.

7. The gaming device of Claim 6, wherein said processor is adapted to activate the number of paylines per credit selected from the group consisting of: two, three, four, five, nine, ten, twelve, fifteen,  
15 twenty, twenty-five, thirty, forty and fifty.

8. The gaming device of Claim 7, which includes means connected to the processor for enabling the player to wager a plurality of credits.

20 9. The gaming device of Claim 7, wherein a total the fraction of each of said credits wagered on each activated payline is the credits wagered divided by the number of activated paylines.

10. The gaming device of Claim 1, wherein said processor decreases the fraction of the credit wagered on each payline as the number of activated paylines increases.

5 11. The gaming device of Claim 1, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

10 12. The gaming device of Claim 1, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

15 13. The gaming device of Claim 1, which includes means controlled by the processor for displaying each of the winning outcomes.

14. The gaming device of Claim 1, wherein the processor is adapted to activate all the paylines for each credit wagered.

15. A gaming device comprising:

a processor;

a plurality of reels controlled by the processor;

5 a plurality of paylines associated with said reels; and

means connected to the processor for enabling a player to  
wager at least one credit, wherein the processor activates more than  
one of the paylines for each of the credits wagered by the player,  
wherein a fraction of each of said credits wagered is wagered on each  
10 of said activated paylines, and wherein the processor is adapted to  
provide to the player a winning outcome for each activated payline that  
is a multiple of said fractions of said credits wagered on each activated  
payline.

15 16. The gaming device of Claim 15, wherein the wagering means  
includes means for enabling the player to select said paylines for each  
credit wagered.

17. The gaming device of Claim 15, which includes means  
20 controlled by the processor for indicating the activated paylines.

18. The gaming device of Claim 15, which includes means  
controlled by the processor for indicating a total of the fractions of each  
of said credits wagered on each activated payline.

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19. The gaming device of Claim 15, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

5 20. The gaming device of Claim 15, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

21. A gaming device comprising:

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a processor;

a plurality of reels controlled by the processor;

a plurality of paylines associated with said reels; and

means connected to the processor for enabling a player to wager at least one credit and to activate more than one of the paylines

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for at least one credit wagered by the player, wherein a fraction of said credit wagered is wagered on each activated payline, and wherein the processor is adapted to provide to the player a winning outcome for each activated payline that is a multiple of said fraction of said credit wagered on each activated payline.

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22. The gaming device of Claim 21, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on each of said paylines.

23. The gaming device of Claim 21, wherein the wagering means includes means for enabling the player to select said paylines for each credit wagered.

5 24. The gaming device of Claim 21, which includes means controlled by the processor for indicating the activated paylines.

25. The gaming device of Claim 21, which wagering means enables the player to wager unequal fractions of said credits wagered on said  
10 activated paylines.

26. The gaming device of Claim 21, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

15 27. The gaming device of Claim 21, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

28. A gaming device comprising:

a plurality of reels and a plurality of paylines associated with said reels displayed to a player;

5 means connected to the reels for enabling the player to wager at least one credit on said paylines; and

means connected to the wager means for activating more than one of the paylines for each credit wagered, wherein a fraction of each credit wagered on said paylines is wagered on each of said plurality of  
10 paylines.

29. The gaming device of Claim 28, wherein the payline activating means is a processor.

15 30. The gaming device of Claim 28, wherein the payline activating means includes means for enabling the player to select the activated paylines.

31. A gaming device comprising:

a plurality of reels;

a plurality of paylines associated with said reels and displayed to

5 a player;

means connected to the reel for enabling the player to wager at  
least one credit on said paylines; and

means connected to the wager means for activating more than  
one of the paylines for each credit wagered, wherein a fraction of each  
10 credit wagered on said paylines is wagered on each of said plurality of  
paylines and said fraction on each activated payline decreases as the  
number of activated paylines increases.

32. The gaming device of Claim 31, wherein the payline activating

15 means is a processor.

33. The gaming device of Claim 31, wherein the payline activating  
means includes means for enabling the player to select the activated  
paylines.



34. A gaming device comprising:

a plurality of reels;

a plurality of paylines associated with said reels and displayed to

5 a player;

means for enabling the player to wager at least one credit on  
said paylines;

means for activating one or more than one of the paylines for  
each credit wagered and for wagering a fraction of each credit wagered  
10 on each of the activated payline; and

a processor for controlling said reels, wagering means and  
activating means and for providing the player a multiple of each  
fraction of each credit wagered on each activated payline which has a  
winning outcome.

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35. A method for operating a gaming device, said method  
comprising the steps of:

(a) enabling a player to wager a credit;

(b) activating more than one payline for the wagered credit;

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(c) providing a payout to the player for each activated payline  
which has a winning outcome, the payout being a multiple  
of the fraction of the credit wagered on said payline.

36. A gaming device comprising:

a processor;

a multi-hand video poker game controlled by the processor; and

means connected to the processor for enabling a player to

5 wager at least one credit, wherein the processor activates more than  
hand for at least one credit wagered, wherein a fraction of said credit  
wagered is wagered on each hand, and wherein the processor is  
adapted to provide to the player a winning outcome for each activated  
hand that is a multiple of said fraction of said credit wagered on each  
10 activated hand.

37. The gaming device of Claim 36, wherein said wagering means  
includes means for enabling the player to wager a fraction of each of a  
plurality of credits on said hands.

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38. The gaming device of Claim 36, wherein the wagering means  
includes means for enabling the player to select said hands for each  
credit wagered.

20 39. The gaming device of Claim 36, which includes means  
controlled by the processor for issuing a redeemable ticket which  
includes credits and fractions of credits.

40. The gaming device of Claim 36, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

5 41. A gaming device comprising:

a processor;

a multi-hand video poker game controlled by the processor; and

means connected to the processor for enabling a player to  
wager at least one credit and to activate more than one of the hands  
10 for at least one credit wagered by the player, wherein a fraction of said  
credit wagered is wagered on each activated hand, and wherein the  
processor is adapted to provide to the player a winning outcome for  
each activated hand that is a multiple of said fraction of said credit  
wagered on each activated hand.

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42. The gaming device of Claim 41, wherein said wagering means  
includes means for enabling the player to wager a fraction of each of a  
plurality of credits on each of said hands.

20 43. The gaming device of Claim 41, wherein the wagering means  
includes means for enabling the player to select said hands for each  
credit wagered.

44. A gaming device comprising:  
a processor;  
a multi-play game controlled by the processor; and  
means connected to the processor for enabling a player to  
5 wager at least one credit, wherein the processor activates more than  
one of the plays for each of the credits wagered by the player, wherein  
a fraction of each of said credits wagered is wagered on each of said  
activated plays and wherein the processor is adapted to provide to the  
player a winning outcome for each activated play that is a multiple of  
10 said fractions of said credits wagered on each activated play.

45. The gaming device of Claim 44, wherein the wagered means  
includes means for enabling the player to select said plays for each  
credit wagered.

15 46. The gaming device of Claim 44, which includes means  
controlled by the processor for indicating the activated plays.

47. The gaming device of Claim 44, which includes means  
20 controlled by the processor for indicating a total of the fractions of each  
of said credits wagered on each activated play.

48. A gaming device comprising:
- a processor;
  - a multi-play game controlled by the processor; and
  - means connected to the processor for enabling a player to
- 5 wager at least one credit and to activate more than one of the plays for
- at least one credit wagered by the player, wherein a fraction of said
- credit wagered is wagered on each activated play, and wherein the
- processor is adapted to provide to the player a winning outcome for
- each activated play that is a multiple of said fraction of said credit
- 10 wagered on each activated play.